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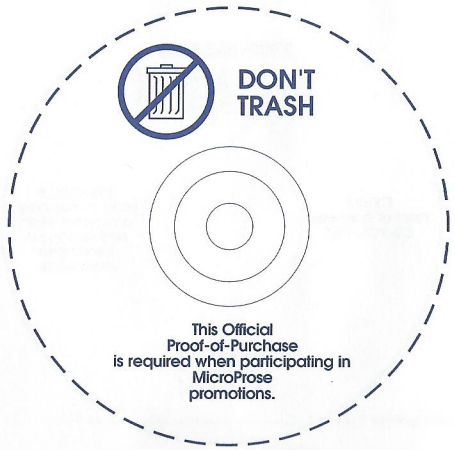


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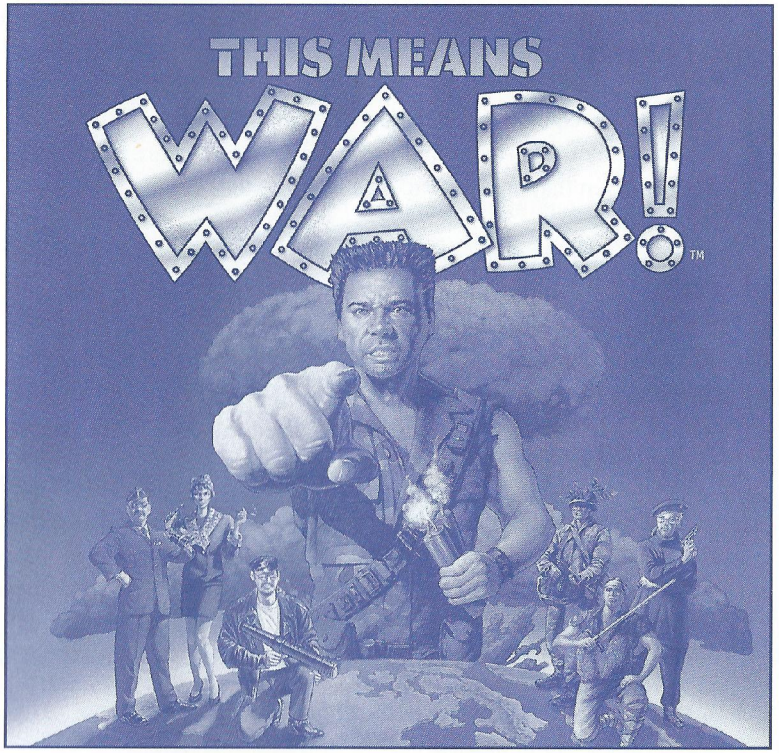


# THE TECHNICAL STUFF

For **This Means War** to work, there are a few things your computer *must* have.

- The processor has to be a 486 or better. Basically, any computer with "486" or "Pentium" in its name should do just fine. The system speed should be at least 33 MHz (megahertz). However, for best play, we recommend a system speed of at least 66 MHz.
- You must have a CD-ROM drive. The drive must be running with MSCDEX (the Microsoft CD-ROM Extension) version 2.23 or newer.
- You must have a version of DOS (Disk Operating System) numbered 5.0 or higher. Almost all 486 and Pentium computers include DOS in the standard software package.
- You must have Windows version 3.1 or higher installed on your computer.

- There must be at least 8 Mb (megabytes) of RAM installed in your computer.
- There also must be at least 6144 Kb (6,291,456 bytes) of free EMS (expanded) memory. To find out whether you have enough, type **mem/c** at any DOS prompt and press **[Enter]**. Somewhere in the mess of information that pops up will be a line that tells you how much free EMS you have.
- Since the installation program will copy parts of **This Means War** onto your hard disk, you must have some empty storage space on your hard drive. The Windows File Manager notes how much free space you have, or you can find out by typing **dir** at any DOS prompt and pressing **[Enter]**. One of the last things listed will be how much hard drive space you have free. (Sometimes, the space is listed in bytes. It can help to know that 1,048,576 bytes make a megabyte.)

***Important Note**: With the advent of larger hard disks, a peculiar problem has arisen. Different sizes of hard disks have different sized "clusters" (the smallest unit of file space that the drive can read and write). Without getting into too much technical detail, the result is this: The larger your hard disk, the more space each file takes up. To prevent misunderstandings, we've prepared the following chart of necessary free space (in megabytes) vs. hard disk size for **This Means War**:*

| Disk Size: | 0-128 Mb | 128-256 Mb | 256-512 Mb | 512 Mb-1 Gb | 1-2 Gb | 2-4 Gb |
|---|---|---|---|---|---|---|
| Typical | 31 | 32 | 33 | 36 | 41 | 53 |
| Minimum | 14 | 15 | 15 | 17 | 21 | 30 |

- The graphics must be SVGA quality or better. We strongly advise that you play the game in 256 color, 640 x 480 mode.
- You must have a mouse attached to your computer in order to play this game. The mouse driver must be MS Mouse version 9.1 or higher, or something fully compatible with this.

If you think you have all of these, but still have a problem running the game, please contact MicroProse Customer Support for assistance.



## *CONFLICTS WITH OTHER PROGRAMS*

If you run **This Means War** at the same time as other programs are running, there could be weird problems. (Don't worry, nothing **This Means War** does can damage your computer; the problems we're talking about are the game not working correctly.) To help avoid this, we've listed the known conflicts here. Please note that this list includes only the possible problems we *know* about. Since no test procedure can ever be totally complete, you may run into undiscovered problems. Please consult with Customer Service if you do.

This game has **not** been fully tested under Microsoft Windows 95. Therefore, we suggest that you not use it with Windows 95.

We strongly recommend that you not have any Terminate-and-Stay-Resident programs (TSRs) loaded into memory when playing **This Means War**, except for memory managers. Not only will TSRs decrease the amount of free memory available, thus slowing the game, but weird things could happen. The manuals that came with your computer should tell you how to remove any TSRs.

We also recommend that you not have any other applications open while playing **This Means War**.

## *CUSTOMER SERVICES*

If you experience difficulty with the game, you might need some help from MPS Customer Services. As we receive many calls every day, we will be able to deal with your inquiry more efficiently (and more quickly) if you have the following information handy when you call:

- The correct name and version number of the game.
- The type of computer you are using—the brand, type of processor (e.g. "Pentium"), and speed.
- The numbers of your versions of DOS and Windows.
- How much free Conventional, Extended (EMS), and Expanded (XMS) memory you have.
- The exact error message reported (if any).
- The version and make of your mouse driver.

It is also handy to be near your computer when you call.



# INSTALLING AND PLAYING

Before you can play **This Means War**, the installation program must copy some files onto your hard disk. To have it do so, follow these instructions:

- Turn on your computer. The Microsoft CD-ROM Extension should load when the computer starts up. (If you have problems installing, this extension may not be loaded. Check your computer manuals for instructions on making it load itself.)
- If your computer is set up so that Windows does not start automatically, start up Windows.
- Open the CD-ROM drive, place the **This Means War** CD in there, and close the drive.
- In the Windows File Manager, double-click on the file **setup.exe** on the CD-ROM. (If you're using Windows 95, the installation begins automatically.) You'll have a chance to change your mind, then you'll have a couple of decisions to make.
- You decide the name of the directory into which the game is installed. Leave the default or click on **Change Directory** to enter a different path and name. When you're satisfied, click **Continue** to go on.
- Next, you must decide how much of the game you want installed on your hard drive and how much you want to remain on the CD-ROM. There are three options:

The **Typical** installation takes up the most hard drive space, but ensures that the game will run most quickly. In addition, after the first time you start the game, you can remove the game CD from your drive. (In fact, you can put in a music CD, and the game music will be replaced by selections from that CD!)

Using the **Complete/Custom** option, you can choose exactly which parts of the game are installed on your hard disk. The more you install, the faster the game plays, but the more disk space is taken up. You will also need to keep the CD-ROM in the drive while you play.

The **Minimum** takes up the least space. If you use this, however, you must keep the CD-ROM in your drive at all times while playing, and the game will run a bit slower.

- When the installation program has finished copying files, you must decide in which Windows Program Group you want the game icon to appear. Choose a name from the list or leave the default, then click **Continue**.

The latest information on last minute updates to the game is contained in the **Readme** file. For your convenience, the text of this file is displayed immediately after the installation is complete. (If you need to read it again, you can do so with any text viewing utility. Just open the file **readme.txt** on the CD-ROM.)

## *TO START PLAYING:*

- Make sure that the **This Means War** CD-ROM is in its drive. (That is, unless you chose the **Typical** installation option and have played at least once before. Even in this case, however, if there is no CD in the drive, there will be no game music.)
- If Windows is not already active, start up Windows.
- Make sure that no other applications are running.
- Double click on the **This Means War** icon.

Have fun!



### ON-LINE SUPPORT SERVICES

Spectrum HoloByte-MicroProse On-Line Services provides Upcoming News, Latest Versions, Updates, Product Demos, Reviews, Technical Support and more on the following On-Line Services. All services are staffed by our On-Line Service Representatives: Quentin Chaney, Amy VanWestervelt, Brian Hellesen & Tim Patterson.

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**FTP Site:** ftp.microprose.com
**MicroProse Bulletin Board Service (MPS*BBS US)**
(410) 785-1841, with settings of 8,N,1, and supports up to 28800 baud, 16 Lines, 24 hours a day, 7 days a week.
**America On-Line:** Industry Connection, Keyword: "MicroProse", e-mail: MicroProse
**CompuServe:** Game Publishers Forum, Keyword: "Go GAMBPUB", e-mail: 76004,2223
**Delphi:** GameSig, e-mail: support@microprose.com
**Fidonet:** MicroProse Conference, Node 1: 2617/107
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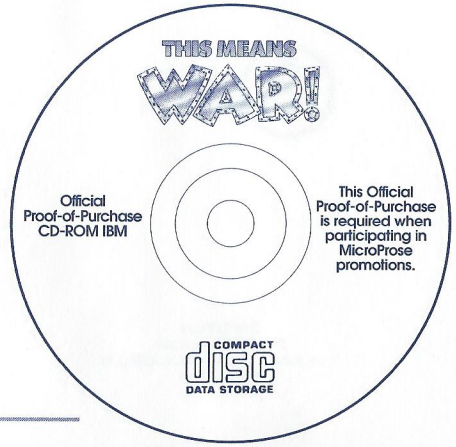
### CUSTOMER SERVICE & TECHNICAL SUPPORT

Telephone help is available Monday to Friday,
9AM to Noon, 1:30PM-7PM EST,
by calling: (410) 771-1151